# Desert-show-down-Game

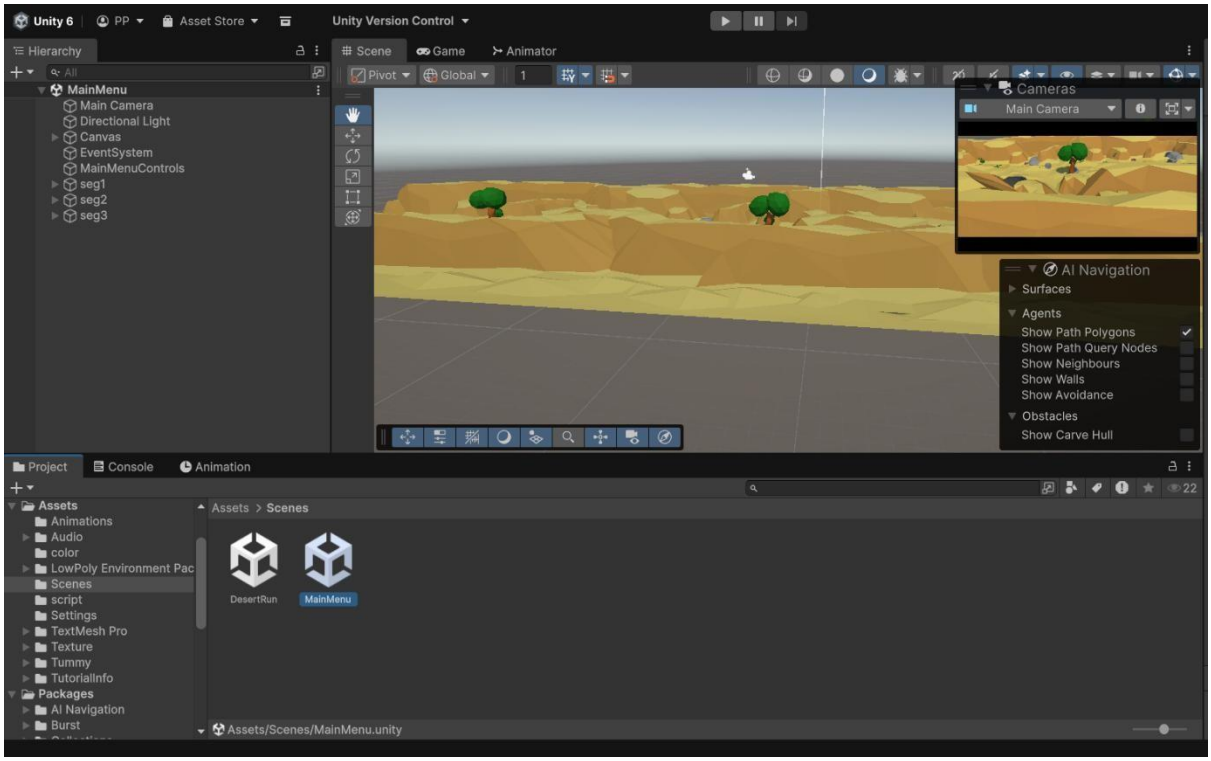
## 1. Game Snapshot


## 2. Main Menu


**3.** Collision with rock

4. Collect Coins-


5. Sence




# Code

# 1.collect coin

```
using UnityEngine;

public class coincollect : MonoBehaviour
{
   [SerializeField] AudioSource coinFx;

   void OnTriggerEnter(Collider other)
   {
      coinFx.Play();
      MasterInfo.coinCount +=1;
      this.gameObject.SetActive(false);
   }
 }
```

# 2.collectable rotation

```
using UnityEngine;


public class NewMonoBehaviourScript : MonoBehaviour

{

   [SerializeField] int  rotateSpeed =1;


   // Update is called once per frame

void Update()

   {

       transform.Rotate(0, rotateSpeed, 0, Space.World);

   }

}
```

# 3. collision detection

```
using System.Collections; using
UnityEngine; using
UnityEngine.SceneManagement;


public class ColllisionDecet : MonoBehaviour
{
   [SerializeField] GameObject thePlayer;
   [SerializeField] GameObject playerAnim;
   [SerializeField] AudioSource collisionFX;


   [SerializeField] GameObject mainCam;
[SerializeField] GameObject fadeOut;     void
OnTriggerEnter(Collider other)
   {
      StartCoroutine(CollisionEnd());
   }


   IEnumerator CollisionEnd()
   {


      collisionFX.Play();
      thePlayer.GetComponent<PlayerMovement>().enabled = false;
playerAnim.GetComponent<Animator>().Play("Stumble Backwards");
mainCam.GetComponent<Animator>().Play("CollisionCam");       yield return
new WaitForSeconds(3);       fadeOut.SetActive(true);       yield return new
WaitForSeconds(3);
      SceneManager.LoadScene(0);
   }
```

}

# 4. MainMenu

```
using UnityEngine; using

UnityEngine.SceneManagement;


public class MainMenuControl : MonoBehaviour

{

   // Start is called once before the first execution of Update after the MonoBehaviour is
created

   void Start()

   {


   }


   // Update is called once per frame

void Update()

   {


   }


   public void StartGame()

   {

      SceneManager.LoadScene(1);

   }

}
```

# 5.Masterinfo

```
using UnityEngine;
```

```
public class MasterInfo : MonoBehaviour
{
    public static int coinCount =0;
    [SerializeField] GameObject coinDisplay;

  void Update()
  {
     coinDisplay.GetComponent<TMPro.TMP_Text>().text = "Coins : " + coinCount;
  }
}
```

## 6. Playerinfo

```
using UnityEngine;

public class PlayerMovement : MonoBehaviour
{
     public float playerSpeed = 2;
public float horizontalSpeed = 3;
public  float rightLimit =5.5f;       public
float LeftLimit = -5.5f;

   // Update is called once per frame
void Update()
   {
      transform.Translate(Vector3.forward * Time.deltaTime*playerSpeed, Space.World);
if (Input.GetKey(KeyCode.A) || Input.GetKey(KeyCode.LeftArrow))
      {
         if(this.gameObject.transform.position.x > LeftLimit){
         transform.Translate(Vector3.left * Time.deltaTime * horizontalSpeed);
      }
      }
```

```
        if (Input.GetKey(KeyCode.D) || Input.GetKey(KeyCode.RightArrow))
        {
            if(this.gameObject.transform.position.x < rightLimit){
           transform.Translate(Vector3.left * Time.deltaTime * horizontalSpeed * -1);

        }
        }

    }
}
```

# 7.segmentgen

```
using System.Collections; using
UnityEngine;

public class segementGenerator : MonoBehaviour
{
   public GameObject[] segment;
   [SerializeField] int zPos =50;
   [SerializeField] bool creatingSegment = false;
   [SerializeField] int segmentNum;
void Update()
   {
      if(creatingSegment == false)
      {
            creatingSegment = true;
            StartCoroutine(SegmentGen());
      }
```

```
    }
    IEnumerator SegmentGen()
    {
        segmentNum = Random.Range(0,3);
        Instantiate(segment[segmentNum], new Vector3(0,0,zPos), Quaternion.identity);        zPos
+=50;
    yield  return new WaitForSeconds(3);      creatingSegment
= false;




    }
}
```